

Music:

Skills: Find their singing voice and use it confidently. Sing a melody accurately at own pitch. Sing with a sense of awareness of pulse and control of rhythm. Recognise phrase lengths and know when to breathe. Sing songs expressively. Follow pitch movements with their hands and use high, low and middle voices. Begin to sing with control of pitch. Sing with an awareness of other performers. Recall and remember short songs and sequences and patterns of sounds. Respond physically when performing. Perform together and follow instructions that combine the musical elements.

Tasks: Singing and rhyming songs and games - see Sing Up.

Outcome:

To perform a song to an audience.

Literacy Links:

Familiar settings - getting lost/Lighthouse Pirate's Next Door- book link

Pirate writing, diary entries, instructions for finding treasure.

X marks the spot



3 Weeks



Hook: following directions - in the hall (Yr2 NSEW) - obstacle course.

Show Case: aerial map of school - [Google earth](#)
Children's houses

Other links:

Following maps in the local area - supermarket or local area

RE: See God Matters
-Prayers, Saints and Feasts

Geography:

Skills: To ask and answer geographical questions Use world maps, atlases and globes to identify the United Kingdom and its countries, continents and oceans studied, Use simple field work and observational skills to study the geography of the school and the key human and physical features of its surrounding environment, Use aerial images and plan perspectives to recognise landmarks and basic human and physical features Identify land use around the school Use basic geog vocab to refer to key physical and human features, Use compass directions and locational language to describe the location of features and routes on a map. Devise a simple map and use and construct basic cymbols in a key. Use simple grid references (A1 B!)

Week 1: Read Pirates next door, they have left treasure around the school, they have also left maps. Children follow maps inside the school. Arial pictures. Plant objects for the pirates, draw a map for the pirates, children are pirates and find friends treasure. Week 2: Go for a walk around the local area. Where is my school and what is unique about it? Identify the physical and human features about the area. Draw maps for the pirates labelling physical and human features. Week 3: Street detectives: The pirates send each group of children a street name in an envelope. Locate street on map and go and find it. Describe the street for the pirates. Week 4: Use compass to find where north south east and west is to help the pirates.

PE links

Rota of games, gym, dance

Skills: See Val Sabin

Gym - choose from -
Y1 - D FLIGHT, E POINTS & PATCHES, F ROCKING & ROLLING, G WIDE, NARROW, CURLED
Y2 - H PARTS HIGH & LOW, I PATHWAYS, J SPINNING, TWISTING, TURNING, K LINKING MOVEMENTS TOGETHER

Science:

Y1 & Y2: Seasons (one week) Awesome Autumn - Carry over lessons that need finishing.

ICT

Skills: Control motion by specifying the number of steps to travel, direction and turn

Outcome: Programme and give directions so that the beebot